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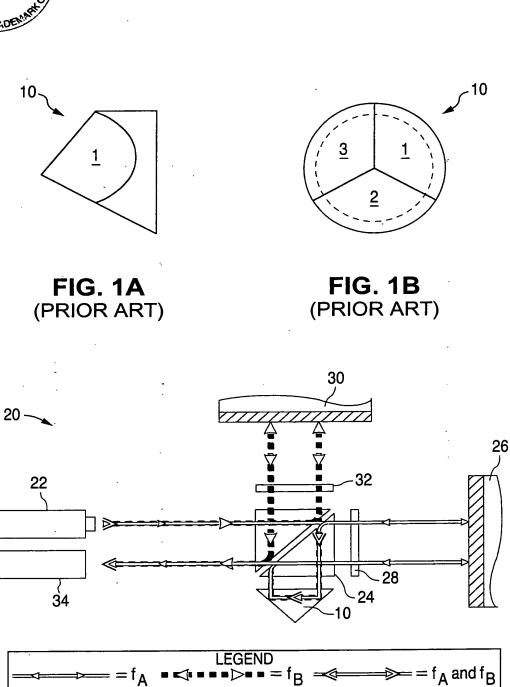
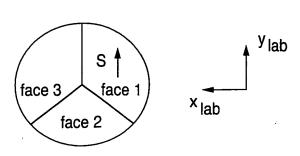


FIG. 2 (PRIOR ART)

 $C = \Gamma$ Rounded corners are used to help you trace paths.

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a₁ y N₁

Face 1 Coordinate Frame

FIG. 3

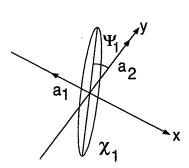
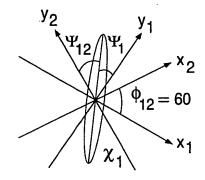


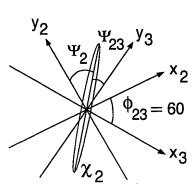
FIG. 4



Face 1 Coordinate Frame

FIG. 5

FIG. 6



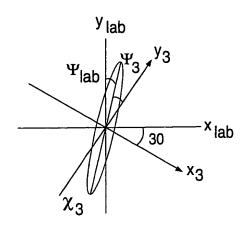
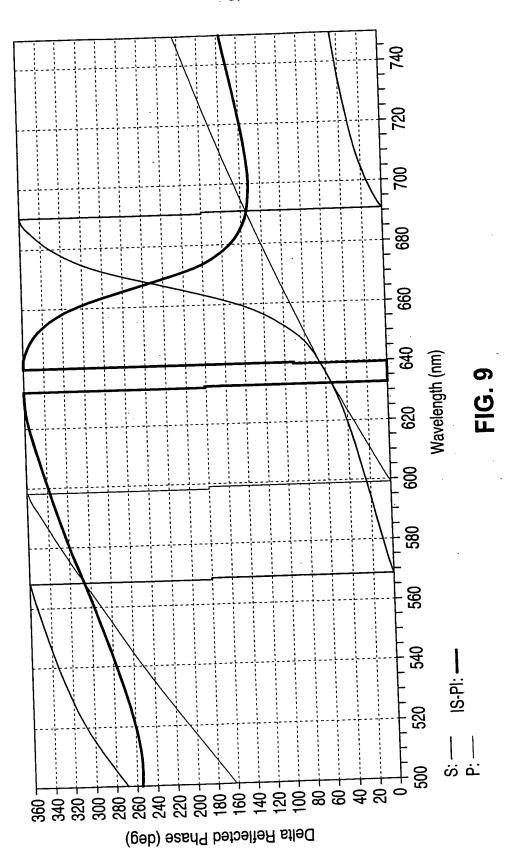


FIG. 7

FIG. 8

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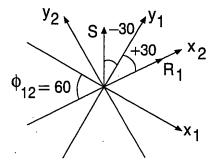


FIG. 10

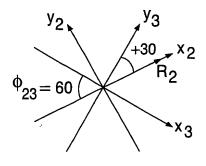


FIG. 11

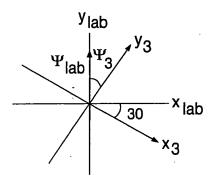


FIG. 12

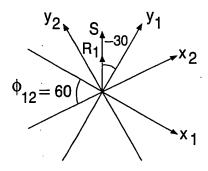


FIG. 14

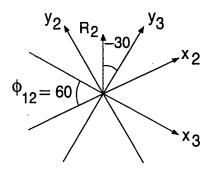


FIG. 15

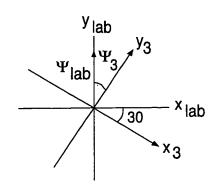
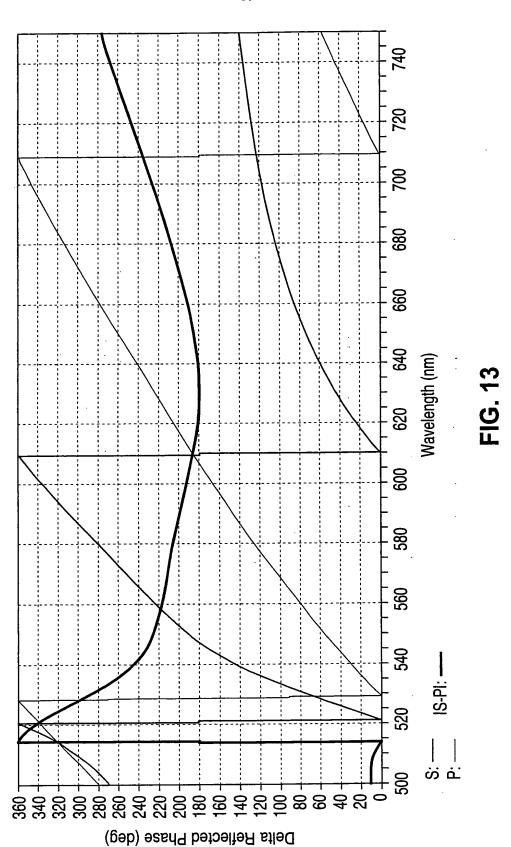
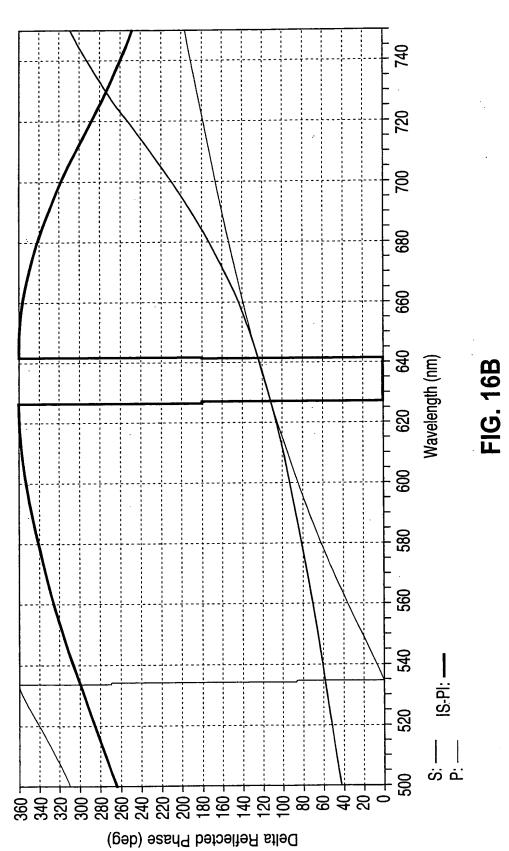


FIG. 16A



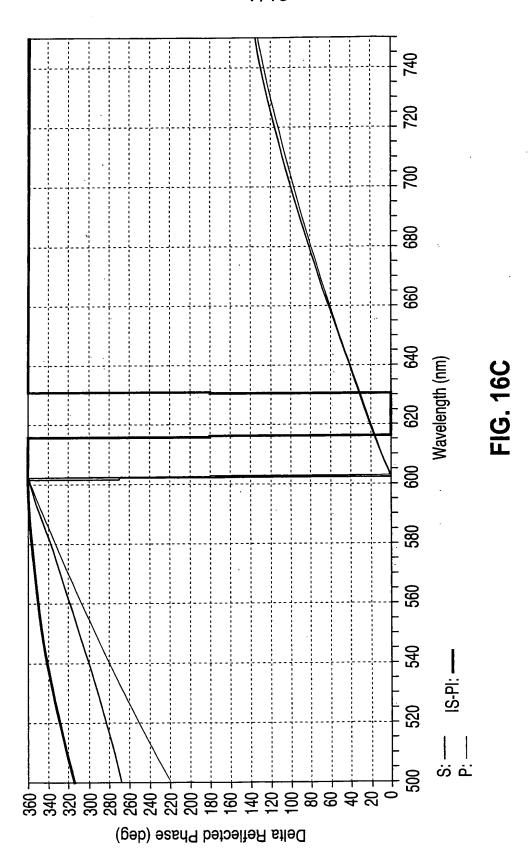


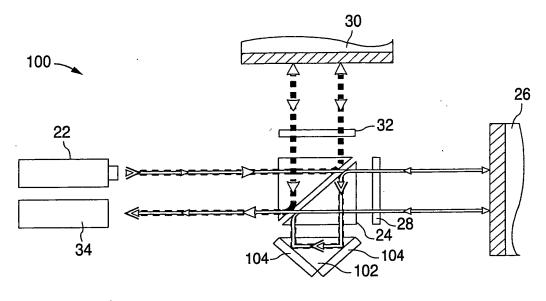




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LEGEND $= f_A \quad \text{legend} \quad \text$

FIG. 17A

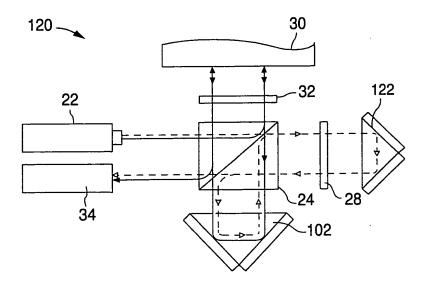


FIG. 17B

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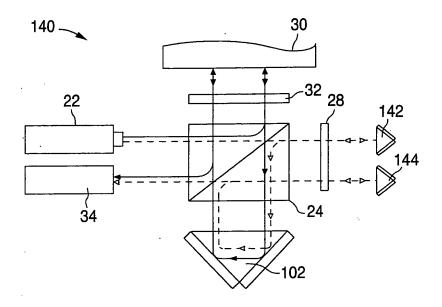


FIG. 17C

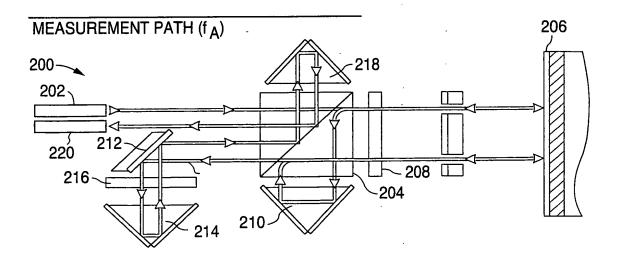


FIG. 18A

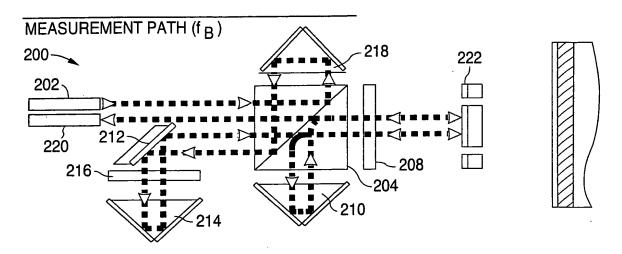


FIG. 18B

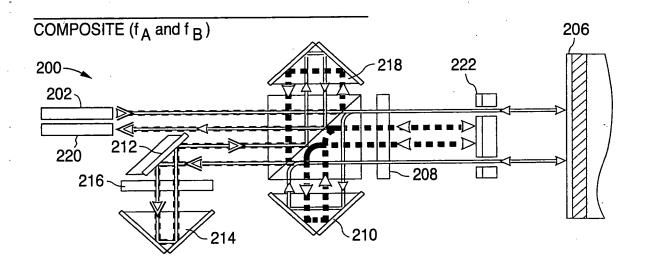


FIG. 18C

LEGEND
$$= f_A = \blacksquare = f_B \implies = f_A \text{ and } f_B$$

$$C = \square \text{ Rounded corners are used to help you trace paths.}$$

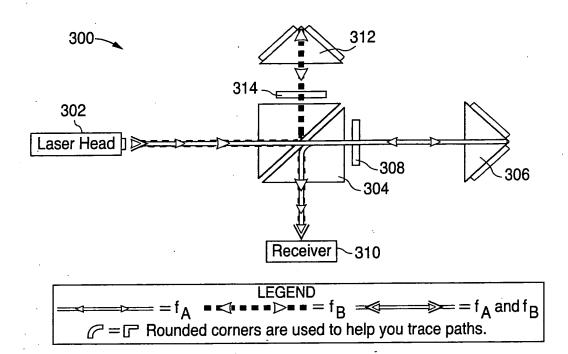


FIG. 19

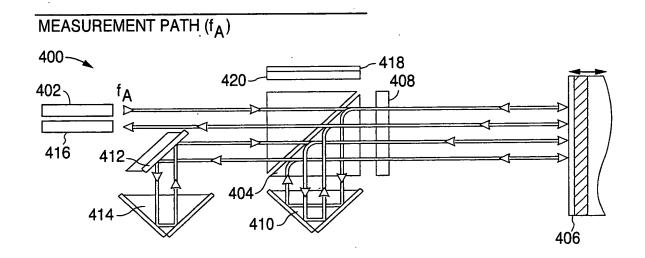


FIG. 20A

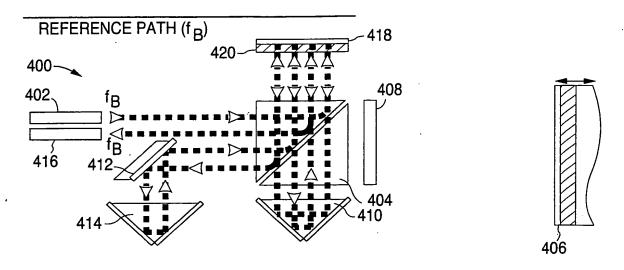


FIG. 20B

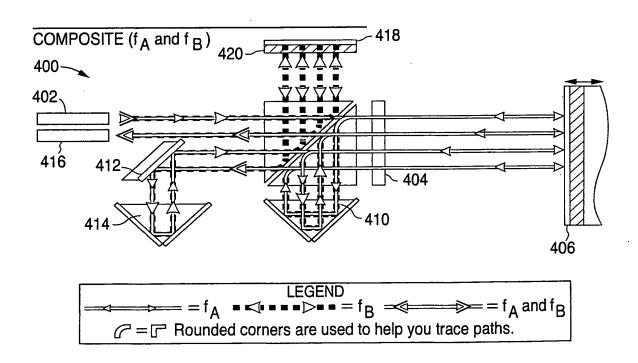
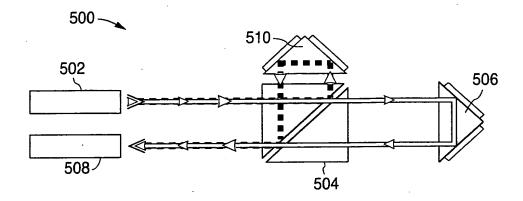


FIG. 20C

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LEGEND
$$= f_A = A = B = B = A$$

$$= B = B = A$$
Rounded corners are used to help you trace paths.

FIG. 21